

# **Cock-a-doodle-moo!**

## **Contents:**

4 playing boards, 4 scarecrows, 24 picture cards, 1 CD

## **Object**

Listen to the farmyard noises on the CD and find the right picture card to match the noise. Place the cards on the footpath and try to be the first to stand your scarecrow in the field.

### To play

- Each player assembles a footpath boards and chooses a scarecrow.
- The small picture cards are shuffled and six cards are dealt to each player.
- All players then place their picture cards face upwards next to their footpath.
- The CD is played and each player listens for a noise that matches one of their picture cards.
- When a player hears a noise that matches a picture on one of their cards, they place the card on one of the spaces on their footpath board.
- If the 'thunder and lightning' noise is heard, all players remove one of the cards from their footpath board.
- When a player has filled all the spaces on their footpath board, they stand their scarecrow in the slot in the field to win the game.

## **The winner**

The winner is the first player to fill their footpath with six picture cards and stand a scarecrow in their field.

## **Note**

To get the most play value from the CD, try starting on a different track every time you play the game, and turning on the 'Repeat' function on your CD player. You may also set your CD player to play the tracks in a random order.



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